

WELCOME TO TRILLIUM

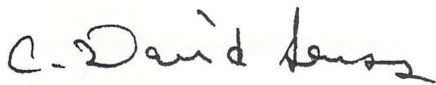
I've been a game player for years, and as you might expect, I've been interested in computer adventure games for just about as long as the computer has been around. Ever since the original Adventure, I've eagerly tried every new game that's come along. And I've always been frustrated.

It's no fun when the "story" suffers from a distinct lack of plot and character development. I wanted real character interaction, a chance to encounter new worlds, deal with new situations. Instead, I often spent hours playing "guess what word the parser is looking for" and solving trivial puzzles.

Puzzles are fine, but lots of meaningless puzzles and the frustration of getting terminally stuck just don't do it for me. In each TRILLIUM game, you **are** the main character. All the puzzles you encounter are ones that would be encountered if you were really there.

TRILLIUM is the expression of a would-be adventure game player. We've worked hard to produce games that aren't filled with the frustrations that have plagued so many other games, and to build in real plots and characters.

We're not all the way there yet. But we're trying. Let me know what you think.



C. David Seuss
President

A NEWSLETTER WITHOUT A NAME

This is obviously a situation that won't be tolerated. Please contribute. The creator of the chosen name will receive the complete catalog of Trillium games. Send your entries to:

NAME
c/o Trillium
1 Kendall Sq., Cambridge, MA 02139

AUTHORS TALK ABOUT ADVENTURE GAMES



Michael Crichton, creator of **AMAZON**

The entire Trillium line was designed in collaboration with some of the best Science Fiction and Fantasy authors. This group has quickly discovered a natural affinity for computers, and this in turn has led to some ground breaking innovations.

Michael Crichton, best known for **THE ANDROMEDA STRAIN** and **CONGO**, was drawn to the field out of frustration. "I thought this was a very interesting new form, one that was not being used in the most interesting way at all. It's being used in a very primitive way." Crichton had very real ideas about what the game should play like. "I wanted the game to change continuously. It requires the player to have the sort of inventiveness you would have to have if you're on a real expedition. I've gone to remote parts of the world such as Pakistan and Nepal. I know what it's like." Crichton worked for almost two years on **AMAZON™**, collaborating with programmer Stephen Warady—with Crichton contributing the plot, text and graphic ideas.

Alan Dean Foster, whose book **SHADOWKEEP™** is the first novelization of a computer game (the game was created and designed by Ultrasoft), was excited about the project from the start. "Everyone seems to look upon the computer as a

tool, but it's actually not a tool, it's a gate. It's a gate into other worlds, the fringes of which we've only begun to explore." Foster's understanding of computers allowed him to easily translate the book from the software (a computer first!).

Ray Bradbury, who collaborated with Byron Preiss Video Productions to design **FAHRENHEIT 451™**, has very definite ideas about the role of computers in literature. "A book is the complete experience. There's no way for a computer or a motion picture or a television show to equal defining the world the way a book can. The only way a computer can compete with a book is when it is a book." By popularizing his works using other media—such as radio, movies, TV and computers—Bradbury hopes to bring books to more and more people. If playing the sequel to **FAHRENHEIT 451** piques your interest and leads you to the rest of his works, he'll have succeeded.

Arthur C. Clarke, who also worked with Preiss and his team of designers, is busier than he has ever been. 2010, the sequel to the incredibly successful 2001: A Space Odyssey, debuts this December, with Clarke himself in a cameo walk-on. Between takes of the movie, he has been jetting back and forth from his home in Sri Lanka with stops in New York to work on the game. Clarke has always been interested in computers, from **HAL** in 2001, to his 1953 prediction of adventure games sometime in the future. We are particularly excited about the "secret new ending" that he helped create for **RENDEZVOUS WITH RAMA™**.

NEW DATA

Whenever you boot up a new Trillium game, the first thing to do is type **NEWDATA**. This will bring up a screen of new features that have been added to the game in our never-ending battle for, "Truth, Justice and Better Quality." Many of these changes were included too late to be included in your copy of the documentation.

FAHRENHEIT 451™

Ray Bradbury

RENDEZVOUS WITH RAMA™

Arthur C. Clarke

Introducing the future of fiction: Trillium interactive software.

It's got great plots. Great characters. And it's created by great authors.

But it isn't like any fiction you've ever seen before. And it's certainly not like any other software.

It starts with an idea that's simple, yet ingenious: it puts you right in the center of a great adventure story. And it puts you in control. Which is a pretty impressive beginning.

But what makes Trillium absolutely unique is that it's the only line of interactive software to be produced with the involvement of the greatest science fiction and fantasy authors of our time. Authors like Bradbury, Crichton, Clarke. Authors who are known the world over for the mastery of their storytelling.

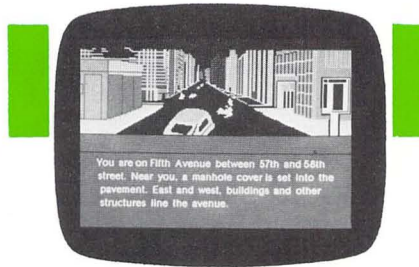
So what all of this really means is that now you can find yourself smack in the middle of some of the finest adventures this century has produced. Only instead of just turning the page to find out how the hero becomes the hero, you discover it yourself—sometimes the hard way.

Every Trillium adventure offers you an impressive range of features. Like the advanced text parser system that understands hundreds of words. The full color graphics that show you just what's happening. The kind of realistic, extended game play that only multiple-disk games can provide. And it all comes in a beautifully illustrated package that includes background, a word list, and a hint book.

But the best part about the future of fiction is that it's already here. Starting this summer you'll be able to find the titles shown here in stores across the country. And before long there'll be more: Robert Heinlein's **Starman Jones**, Roger Zelazny's **Nine Princes in Amber**, and **The Grand Adventure** by Philip José Farmer, just to name a few.

If all this sounds slightly incredible to you, it should. After all, you didn't expect the future of fiction would be anything less, did you?

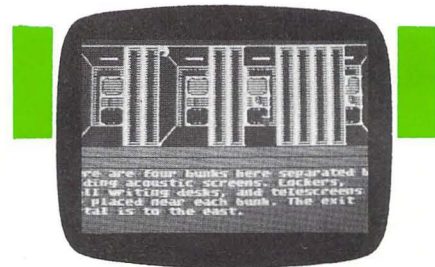
Disks for Apple® II series and Commodore 64.™



Imagine a future where books are illegal. Where Firemen come not to save houses, but to burn them for the books inside. And where you, Guy Montag, are a rebel Fireman with a passion for books—the most wanted fugitive in the country.

In this interactive adventure, a sequel to one of the most famous science fiction novels of all time, you will control, even experience first-hand the adventures of Montag as he sets forth on his mission: to restore to the world the freedom it once had.

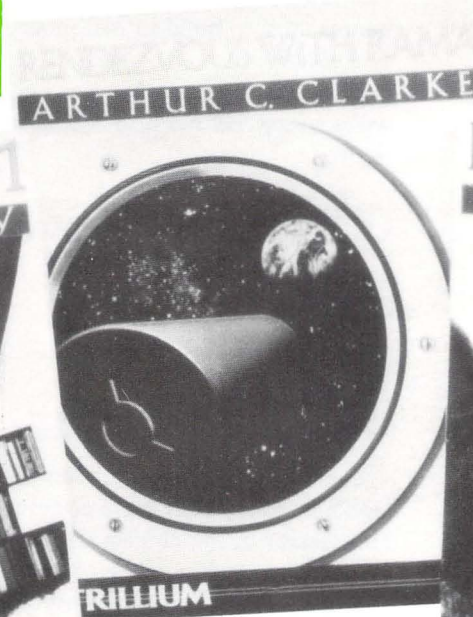
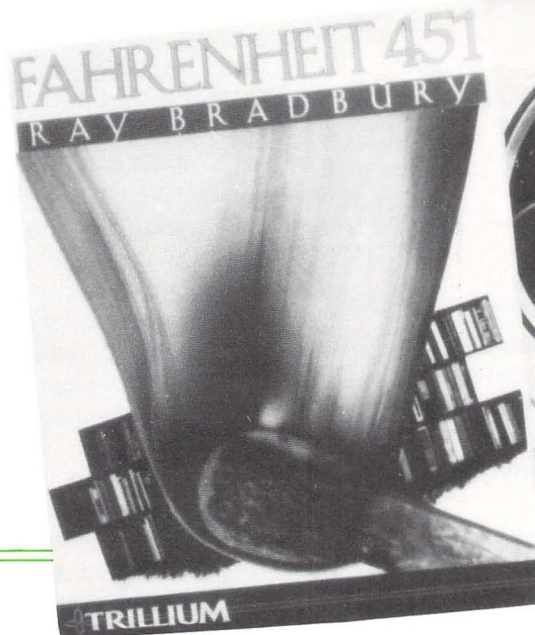
Fahrenheit 451 is the first program to be produced with the collaboration of Ray Bradbury. One of the giants of his field, Bradbury is probably known to a larger audience than any other living science fiction author.



The year is 2130, and a huge new asteroid has just been discovered and named: Rama. As it approaches Earth, routine questions are answered by bigger ones—until finally, the impossible becomes the obvious: Rama is actually a mammoth spaceship.

As fate has it, only one of our ships is close enough to Rama to meet it—and it is the ship you command. Without even reading them, you know your orders: to rendezvous with the ship, to explore it, to find its creators, and to return home—if you can.

Rendezvous With Rama is the first software to be produced with the collaboration of Arthur C. Clarke. World-famous author of **2001: A Space Odyssey**, Clarke continues to be a major figure in science fiction writing.



TRILLIUM™

DRAGONWORLD™

Preiss/Reaves



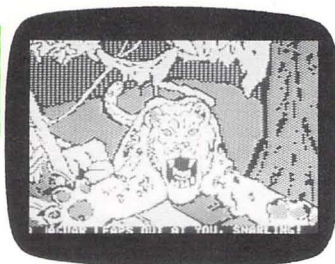
You are Amsel of Fandora. Scientist, researcher, something of a visionary. You had been living as a hermit—until a message that appeared in the Dragon pearl told you of the kidnapping of your most valued companion, the Last Dragon. You are the only one who can save him.

The task is not easy. You will have help from your friend Hawkwind, ruler of neighboring Simbala. But only you can make the decisions that determine your fate—and the fate of the Last Dragon.

Dragonworld, by Byron Preiss and Michael Reaves, is the first fantasy adventure game to be written by the authors of a bestselling fantasy novel.

AMAZON™

Michael Crichton



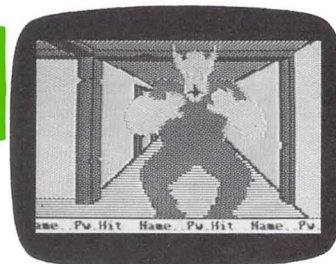
You've just been hired NSRT, a top-secret, high-tech research firm. You knew your work wouldn't be easy—but you weren't expecting your first assignment to be a solo expedition to one of the most dangerous, most unexplored areas on Earth. Nevertheless, you're on your way to the Amazon, on a mission whose purpose is secret and whose dangers are deadly.

This is a game whose design and text are eloquent, surprising, and even witty—and it may be played at three different levels, all challenging in their own ways.

Amazon is Michael Crichton's first interactive adventure. The world-renowned novelist and filmmaker is best known for his books **The Andromeda Strain** and **Congo**.

SHADOWKEEP™

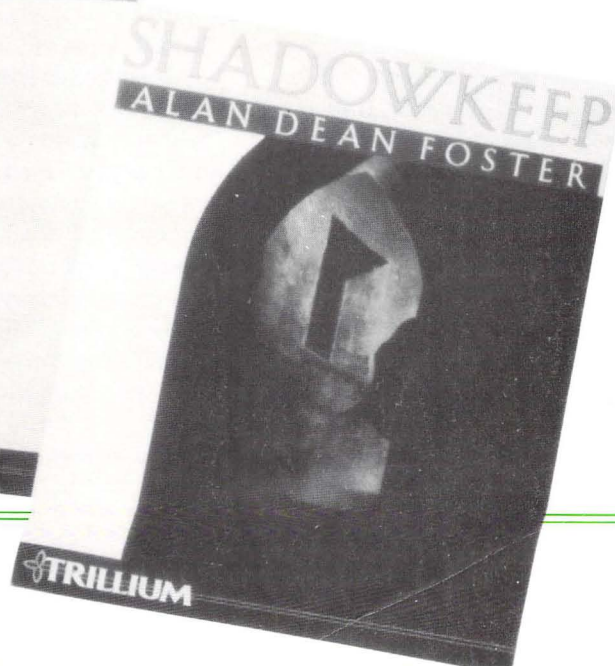
Alan Dean Foster



Once, the Shadowkeep was the fortress of the good wizard Nacomedon. But now, its inhabitants are evil monsters, servants of the wicked Dal'brad—and the land is blighted with their dark powers.

As one adventurer after another fails to vanquish Dal'brad and his hoards, all hope turns to you. Can you recapture the Shadowkeep, with its mazes and monsters? And free Nacomedon, now held captive? The challenge is formidable—but you accept, assembling your band of adventurers and bravely setting forth.

Shadowkeep is the first Role Playing Fantasy game to have inspired a novel by a major science fiction writer, Alan Dean Foster, author of **Alien** and the **Spellsinger** series.



TRILLIUM™ COLLECTION

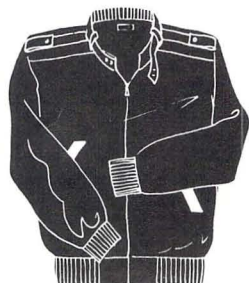
The terrific graphics on Trillium packages are just the beginning. We are pleased to announce the TRILLIUM COLLECTION—an always growing collection of clothes and accessories that let you wear your adventure games on your sleeve.

We are happy to make our first three items available:

1. AMAZON LONG SLEEVE T-SHIRT

\$9.95

Top quality, with a five color silkscreen of the AMAZON cover on the back. You need to see this shirt to really appreciate it.



2. THE TRILLIUM JACKET \$32.95
"Members-Only" type jacket, solid black, with the Trillium logo silkscreened on the back. This is a limited edition, and is likely (well, possibly) going to become a collector's item.

3. THE TRILLIUM HATS \$3.95 each
Heavy weight silk-screened painters' hats. Three types are available:

VANGO—from DRAGON-WORLD, Vango the artist has his signature plastered across the top. This is a real "painter's" hat.

MONTAG LIVES—from FAHRENHEIT 451. A great way to let your feelings about censorship and government oppression be known.

ENDEAVOR—FIRST ENCOUNTER 2130. From RENDEZVOUS WITH RAMA. After playing the game, you really were on the mission.



All prices include postage and handling. Send check or money order to:

Trillium Collection
960 Bellmore Ave.
N. Bellmore, NY 11710

Please allow three or four weeks for delivery.

TRILLIUM™

One Kendall Square
Cambridge, MA 02139

